

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	45	(vga adj mode) and ((jump adj table) or (lookup adj table))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/08 10:09
L2	245	(703/24).CCLS.	USPAT	OR	OFF	2005/06/08 10:09
L3	4	2 and (jump adj table)	USPAT	OR	OFF	2005/06/08 10:10
L4	0	2 and (vga adj emulator)	USPAT	OR	OFF	2005/06/08 10:10
L5	0	2 and (vga adj emulation)	USPAT	OR	OFF	2005/06/08 10:10

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	9	vga adj emulat\$5	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/08 11:04

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	9	vga adj emulat\$5	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/08 11:25
S2	235	table same ((video or vga) adj mode)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/08 11:26
S3	4	S2 and (jump adj table)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/08 11:28
S4	0	(vga adj mode adj flag)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/08 11:28
S5	2	(video adj mode adj flag)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/08 11:29
S6	2	(video adj emulat\$5) and (mode same table)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/08 11:31
S7	7	(graphic adj emulat\$5) and (mode same table)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/08 11:34
S8	43	(graphic adj emulat\$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/08 11:34

S9	25	S8 and table	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/08 11:34
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Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	23	(hardware adj emulation adj layer) or (hardware-emulation adj layer)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/08 13:51



Web

Results 1 - 10 of about 232,000 for Video hardware emulation jump table. (0.36 seconds)

HOWTO: Writing a Computer Emulator

Write some draft code to **emulate** the rest of the **hardware**, at least partially.
... appear to compile into a **jump table**, which makes them quite efficient. ...

fms.komkon.org/EMUL8/HOWTO.html - 29k - [Cached](#) - [Similar pages](#)

6502 SYS

... to support the non-standard facilities of the required IBM **hardware emulation**.

... The only valid alternative is to modify the **jump table** in 6502. ...

bbc.nvg.org/doc/Master%20512%20Technical%20Guide/m512tech05.htm - 33k - [Cached](#) - [Similar pages](#)

:: Welcome to http://fba.emuunlim.com :: FBA is an emulator for ...

Some **emulators** support all of the above, some only support 2 joysticks, ...

Some graphics **hardware** will check the settings and **video** memory each scanline. ...

fba.emuunlim.com/index.php?subaction=showcomments&id=1079127654&archive=&start_from=&ucat... - 21k -

[Cached](#) - [Similar pages](#)

NES emulation discussion Brad Taylor The reason you are reading ...

This article discusses efficient **emulation** implementation of the NES's CPU ...

If possible, instead of using a **jump table**, organize the branch targets in ...

www.nesworld.com/dev/nescdiscu.txt - 19k - [Cached](#) - [Similar pages](#)

TECHNICAL INFORMATION

At this address started **emulation** of instruction CALL, which has operation code CD!

... See example in FAQ with differences of **video** modes. Other **hardware** ...

tezxas.ticalc.org/technica.htm - 12k - [Cached](#) - [Similar pages](#)

How To Write EMU

Write some draft code to **emulate** the rest of the **hardware**, at least ... (100-200
and more cases) always appear to compile into a **jump table**, which ...

www.romlist.com/howto.html - 23k - [Cached](#) - [Similar pages](#)

ZX Spectrum Emulator in Java @ JDJ

According to Merriam-Webster an **emulator** is "hardware or software that permits

... is extremely fast since the JVM implements it internally as a **jump table**, ...

jdj.sys-con.com/read/37061.htm - 74k - [Cached](#) - [Similar pages](#)

Emubboards > gbaZ

Messing with function **jump tables** isn't too hard (See all the Hack stuff), ...

we are not talking total **hardware** solutions we are talking the **VIDEO CARD** in ...

www.emubboards.com/invision/lofiversion/index.php/t20385.html - 29k - [Cached](#) - [Similar pages](#)

*NES emulator development guide ...

... fetched 6502 opcodes are used as an index into a 256-element **jump table**, ...

large overhead penalties that are incurred when **hardware emulation** routine ...

nesdev.parodius.com/NES%20emulator%20development%20guide.txt - 82k - [Cached](#) - [Similar pages](#)

NES emulation discussion ***** Brad Taylor ...

... on the **hardware** level: a read from the **video** card (which is already slow),

... On the other hand, **jump table**-based 6502 instruction processing is more ...

nesdev.parodius.com/NES%20emulation%20discussion.txt - 44k - [Cached](#) - [Similar pages](#)

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Found vga within 3 words of emulation.

First 38 results of about 1,567 from 4 queries.

[@Macarlo, Inc. Internet Services](#) [distance: 2]

VGA color graphics emulation, using PM, DIVE, and Fullscreen - 1.44M 3&1/2" floppy disk - AT/IDE hard drive via image file or direct access ...

<http://macarlo.com/bochs22311.htm> - 15k - [Cached](#) - [Similar pages](#)

[A](#) [distance: 2]

OUT-VGA port output emulation. OUTPUT-A file mode Up P. PAINT-fill an area with a color PALETTE-customize current palette. ...

<http://www.wildgardenseed.com/RQDP/FreeBasic/FBhelp/indexa.html> - 38k - [Cached](#) - [Similar pages](#)

[ANSIPLUS Controlling Other Features](#) [distance: 2]

MONOCHROME, VGA monochrome monitor emulation. RETRACE, Wait for retrace before setting palette registers. Screen Scroll-Back ...

<http://www.sweger.com/ansiplus/UseSetAplus.html> - 38k - [Cached](#) - [Similar pages](#)

[ANSIPLUS Selecting and Defining Colors](#) [distance: 2]

MONOCHROME, Begins VGA monochrome monitor emulation. COLOR, Ends **VGA monochrome monitor emulation** and restores colors ...

<http://www.sweger.com/ansiplus/UseSetColor.html> - 34k - [Cached](#) - [Similar pages](#)

[Flickerdown Data Systems :: View topic - Win98](#) [distance: 3]

... That is progress, baby. Add to this the other weird Dos add ons such as EMS drivers, **VGA cards, sound blaster emulation**, and you have a mess. ...

<http://www.flickerdown.com/phpBB2/viewtopic.php?t=4045> - 62k - [Cached](#) - [Similar pages](#)

[Flickerdown Data Systems :: View topic - Win98](#) [distance: 3]

... That is progress, baby. Add to this the other weird Dos add ons such as EMS drivers, **VGA cards, sound blaster emulation**, and you have a mess. ...

<http://www.flickerdown.com/phpBB2/viewtopic.php?p=46053&sid=f8147da918f02d0b8ecaaae3a05d0e42> - 62k - [Cached](#) - [Similar pages](#)

[GCS82B - GreatCables.com](#) [distance: 3]

Monitor - (2) HDB-15 male (Standard **VGA/SVGA**) **EMULATION** - Keyboard: PS/2 & AT Mouse : PS/2 **VGA** - 1920 x 1440, DDC2B INDICATORS - LEDs for On-Line, Selected ...

<http://www.greatcables.com/s.nl/sc.9/category.141/it.A/id.4871/f> - 40k - [Cached](#) - [Similar pages](#)

[How to get vga device emulation - Microsoft Technical Forums](#) [distance: 1]

How to get **vga device emulation** Thread Starter: jamie r Started: 05-13-2005 12:22 AM

... Re: How to get **vga device emulation** Comment Was this post helpful ? ...

<http://forums.microsoft.com/msdn/ShowPost.aspx?PostID=9453> - 50k - [Cached](#) - [Similar pages](#)

[IN2118 - 2001 Catalog Pages 26 & 27](#) [distance: 2]

format, sync polarity mirroring, serration pulses. enable / disable, horizontal control enable / disable., and **VGA / MAC monitor emulation** enable / disable. ...

<http://www.inlineinc.com/products/interface/pdf/IN2118.pdf> - [Cached](#) - [Similar pages](#)

[Index of /support/patches](#) [distance: 1]

Filename Purpose lilo-22.6.1-novga.diff Fix for **VGA/serial emulation** garbage on console at boot
syslinux-novga.diff Fix for **VGA/serial emulation** garbage on ...

<http://metrix.net/support/patches/> - 3k - [Cached](#) - [Similar pages](#)

[Intrinsix Corp.](#) [distance: 1]

Photo 2 Quickturn **VGA Core Emulation** Photo 3 In Circuit Emulation of VGA Core
With Dual Scan LCD Interface The core is supplied with a complete Verilog XL ...

http://www.intrinsix.com/ElectronicProductDesign/VGACore/VGA_Core.asp?MenuID=14 - 236k - [Cached](#) - [Similar pages](#)

[Jeux Dreamcast Telecharge ISO - DotGNU Wiki](#) [distance: 2]

[WWW]vga box dreamcast [WWW]vga box dreamcast [WWW]vga box **dreamcast emulation**
and dreamcast [WWW]vga box dreamcast [WWW]vga box dreamcast jeu console ...

http://wiki2.dotgnu.info/Jeux_20Dreamcast_20Telecharge_20ISO - 132k - [Cached](#) - [Similar pages](#)

[Leadman Electronics - Award Plus](#) [distance: 1]

PS/2 Keyboard, PS/2 Mouse, Super **VGA monitor emulation** & "PnP". PC selection by
Auto scan, or Hot Key control. Mini pocket size and Built-in cable between ...

<http://www.leadman.com/products/prodlist.cfm?prodseq=J9AB02> - 20k - [Cached](#) - [Similar pages](#)

[Leadman Electronics Auto KVM switch for 2PCs to 1 Keyboard, mouse ...](#) [distance: 1]

... Auto KVM switch for 2PCs to 1 Keyboard, mouse, monitor and speaker. PS/2
Keyboard, PS/2 Mouse, Super **VGA monitor emulation** & "PnP". ...

<http://www.leadman.com/products/item.cfm?prodcd=WCSA2300&DROPSHIP=Y> - 101k - [Cached](#) - [Similar pages](#)

[Linuxbroker - VESA/VGA BIOS emulation](#) [distance: 1]

... Subject: **VESA/VGA BIOS emulation** From: Chip Coldwell Date: Thu, 16 Dec 2004
15:24:43 -0500 I posted this question on comp.os.vms a few days ago, but nobody's ...

<http://newsgroups.linuxbroker.com/index.php?tab=com&newsgroup=comp.os.linux.alpha&article=556> - 14k - [Cached](#) - [Similar pages](#)

[Mechwarrior](#) [distance: 3]

Mechwarrior Dynamix/Activision 1989, Requires 8mhz recommended. Requires 512k
RAM & Color Monitor EGA & **VGA (in EGA emulation)** Supports Adlib & Roland MT-32 ...

<http://www.links.net/dox/warez/games/mechwarrior/> - 6k - [Cached](#) - [Similar pages](#)

[Membled Messageboards](#) [distance: 3]

... Subject, **VGA frame synchronization with emulation** (sorry for the re-post), Reply
to this message. Posted by, Big Time. Posted on, 2/25/03 2:14 PM. ...

<http://nesdev.parodius.com/cgi-bin/wwwthreads/showpost.pl?Board=general&Number=146&page=8&view=expanded&sb=5> - 11k - [Cached](#) - [Similar pages](#)

[Membled Messageboards](#) [distance: 3]

... Subject, Re: **VGA frame synchronization with emulation** (sorry for the re-post), Reply
to this message. Posted by, Big Time. Posted on, 2/26/03 10:29 AM. ...

<http://nesdev.parodius.com/cgi-bin/wwwthreads/showpost.pl?Board=general&Number=149&page=8&view=expanded&sb=5> - 9k - [Cached](#) - [Similar pages](#)

[Re: How to get vga device emulation - Microsoft Technical Forums](#) [distance: 1]

Re: How to get **vga device emulation** Thread Starter: jamie r Started: 05-13-2005

... How to get **vga device emulation** AnsweredQuestion Was this post helpful ? ...

<http://forums.microsoft.com/msdn/ShowPost.aspx?PostID=11920> - 50k - [Cached](#) - [Similar pages](#)

[Re: \[Qemu-devel\] qemu static elf boot / VGA emulation](#) [distance: 0]

Re: [Qemu-devel] qemu static elf boot / **VGA emulation** ... Re: [Qemu-devel] NetBSD
is booting :) (was: qemu static elf boot / **VGA emulation**); Index(es): ...

<http://lists.gnu.org/archive/html/qemu-devel/2003-07/msg00092.html> - 9k - [Cached](#) - [Similar pages](#)

[Re: \[Qemu-devel\] qemu static elf boot / VGA emulation](#) [distance: 0]

Re: [Qemu-devel] qemu static elf boot / **VGA emulation** ... NetBSD is booting :) (was:
qemu static elf boot / **VGA emulation**), Nicolas Ollinger, 2003/07/28 ...

<http://lists.gnu.org/archive/html/qemu-devel/2003-07/msg00091.html> - 7k - [Cached](#) - [Similar pages](#)

Re: [Qemu-devel] qemu static elf boot / **VGA emulation** [distance: 0]

I think now the problem is that a proper **VGA emulation** is needed. I plan to add it soon by using an SDL wrapper. My only problem is to choose the right SVGA ...

<http://lists.gnu.org/archive/html/qemu-devel/2003-07/msg00090.html> - 8k - [Cached](#) - [Similar pages](#)

Re: [Qemu-devel] qemu static elf boot / **VGA emulation** [distance: 0]

Re: [Qemu-devel] qemu static elf boot / **VGA emulation** ... NetBSD is booting :) (was: qemu static elf boot / **VGA emulation**), Nicolas Ollinger, 2003/07/28 ...

<http://lists.gnu.org/archive/html/qemu-devel/2003-07/msg00094.html> - 7k - [Cached](#) - [Similar pages](#)

SW-KMH2 - OEM 2-way PS2/PS2/**VGA switchbox w/emulation**, hotkey ... [distance: 3]

Control up to 2 PCs from one with this switchbox. Two 1.8m custom cables included for PS/2 keyboard, PS/2 mouse & VGA. Good for high resolution display (1920 ...

http://www.auspcmarket.com.au/show_product_info.php?input%5Bproduct_code%5D=SW-KMH2&input%5Bcategory_id%5D=301 - 12k - [Cached](#) - [Similar pages](#)

SW-MPC4010 - OEM 4-way PS2/PS2/**VGA switchbox w/emulation**, hotkey ... [distance: 3]

Control up to 4 PCs from one with this switchbox. Four 1.8m custom cables included for PS/2 keyboard, PS/2 mouse & VGA. Good for high resolution display ...

http://www.auspcmarket.com.au/show_product_info.php?input%5Bproduct_code%5D=SW-MPC4010&input%5Bcategory_id%5D=302 - 13k - [Cached](#) - [Similar pages](#)

SW-MPC4010 - OEM 4-way PS2/PS2/**VGA switchbox w/emulation**, hotkey ... [distance: 3]

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http://www.auspcmarket.com.au/show_product_info.php?input%5Bproduct_code%5D=SW-MPC4010&input%5Bcategory_id%5D=173 - 13k - [Cached](#) - [Similar pages](#)

Spatial Data and the Voronoi Tessellation [distance: 3]

... an executable View program in DOS real mode, compiled for **VGA with math coprocessor emulation**; and ASCII source code for the programs. ...

<http://www.geodyssey.com/papers/dobbs92.html> - 23k - [Cached](#) - [Similar pages](#)

Switches VGA & PS/2 between any combination of sixteen computers [distance: 2]

PC Port: 16 PS/2 & **VGA**; Keyboard Emulation Port: PS/2; Mouse Emulation Port: PS/2; VGA Resolution: 1920X1440; Bandwidth: 200MHz; Power Adapter: 9VDC ...

http://www.gefen.com/kvm/product.jsp?prod_id=2649 - 16k - [Cached](#) - [Similar pages](#)

Using a VGA card and an Integrator board [distance: 2]

You basically need to run the x86 **VGA bios under emulation** to boot any VGA card properly; VGA documentation tends to be a very closely guarded secret. ...

<http://lists.arm.linux.org.uk/pipermail/linux-arm/2001-September/002112.html> - 3k - [Cached](#) - [Similar pages](#)

Using a VGA card and an Integrator board [distance: 2]

You basically need to run the x86 **VGA bios under emulation** to boot any VGA card properly; VGA documentation tends to be a very closely guarded secret. ...

<http://lists.arm.linux.org.uk/pipermail/linux-arm/2001-September/002119.html> - 4k - [Cached](#) - [Similar pages](#)

Values for Chips&Technologies emulation type [distance: 2]

Back] [Next]. Value, Description. 00h, 01h. reserved. 02h. CGA. 03h. MDA. 04h. Hercules. 05h. EGA. 06h. **VGA (disable emulation)**

<http://faydoc.tripod.com/structures/01/0179.htm> - 4k - [Cached](#) - [Similar pages](#)

[Open-graphics] **VGA emulation** register documentation. [distance: 0]

[Open-graphics] **VGA emulation** register documentation. Patrick McNamara wpmcnamara at yahoo.com Wed May 4 19:23:50 PDT 2005 ...

<http://lists.duskglow.com/open-graphics/2005-May/003151.html> - 3k - [Cached](#) - [Similar pages](#)

[Open-graphics] Initial thoughts [distance: 0]

Can we get rid of **VGA emulation**? > > > So long as there are important programs

... It's a shame we can't implement the **VGA emulation** entirely in software. ...

<http://lists.duskglow.com/open-graphics/2004-December/000949.html> - 5k - [Cached](#) - [Similar pages](#)

[Open-graphics] Initial thoughts [distance: 0]

Can we get rid of **VGA emulation**? So long as there are important programs out ...

It's a shame we can't implement the **VGA emulation** entirely in software. ...

<http://lists.duskglow.com/open-graphics/2004-December/000915.html> - 5k - [Cached](#) - [Similar pages](#)

[gmane.comp.emulators.xen.devel](#) [distance: 0]

Subject: [PATCH] ioemu: enable Cirrus **VGA emulation** Newsgroups:

[gmane.comp.emulators.xen.devel](#) Date: 2005-05-27 19:09:55 GMT ...

<http://comments.gmane.org/gmane.comp.emulators.xen.devel/10649> - 7k - [Cached](#) - [Similar pages](#)

[wine-patches mailing list: winedos / Add sanity check for VGA ...](#) [distance: 1]

... This framebuffer also acts as an interface * between **VGA controller emulation**

and DirectDraw. @@ -593,15 +603,17 @@ if(vga_fb_window ...

<http://www.winehq.org/hypermail/wine-patches/2003/08/0259.html> - 6k - [Cached](#) - [Similar pages](#)

[xen-changelog \[Xen-changelog\] \[PATCH\] \[PATCH\] ioemu: enable Cirrus ...](#) [distance: 0]

[Xen-changelog] [PATCH] [PATCH] ioemu: enable Cirrus **VGA emulation** ... enable Cirrus

VGA emulation At some point the Cirrus VGA driver was commented out. ...

<http://lists.xensource.com/archives/html/xen-changelog/2005-05/msg00549.html> - 11k - [Cached](#) - [Similar pages](#)

[xen-devel \[Xen-devel\] \[PATCH\] ioemu: enable Cirrus **VGA emulation**](#) [distance: 0]

[Xen-devel] [PATCH] ioemu: enable Cirrus **VGA emulation** ... [Xen-devel] [PATCH]

ioemu: enable Cirrus **VGA emulation**, Leendert van Doorn <= ...

<http://lists.xensource.com/archives/html/xen-devel/2005-05/msg01150.html> - 11k - [Cached](#) - [Similar pages](#)

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1 Pen computing: a technology overview and a vision

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Full text available: pdf (5.14 MB)

[Additional Information: full citation, abstract, citations, index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

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John Colter, Netscape Navigator

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